

**WHAT IS CLAIMED IS:**

1           1.       A game comprising:  
2           a base unit;  
3           a target area attached to the base unit and having multiple target sections;  
4           a launch area attached to the base and configured for bouncing a playing piece into  
5 one of the multiple target sections; and  
6           an electronic controller configured to monitor the target sections and control game  
7 play.

1           2.       The game of claim 1 wherein each target section comprises an aperture for  
2 receiving the playing piece.

1           3.       The game of claim 1 wherein the target area further comprises a series of  
2 concentric, upstanding, circular walls, each circular wall defining one of the multiple target  
3 sections.

1           4.       The game of claim 3 wherein each target section comprises an aperture for  
2 receiving the playing piece.

1           5.       The game of claim 1 further comprising a detection system to determine when  
2 a playing piece is bounced into one of the multiple target sections.

1           6.       The game of claim 5 wherein the detection system is an optical detection  
2 system.

1           7.       The game of claim 6 wherein:  
2           the target area further comprises a series of concentric, upstanding, circular walls,  
3 each circular wall defining one of the multiple target sections and each target section  
4 comprises an aperture for receiving the playing piece; and  
5           the optical detection system comprised an optical detector located near each aperture  
6 and an optical emitter arranged such that a beam emitted from the emitter is directed towards  
7 the optical detectors.

1           8.     The game of claim 1 wherein the launch area is formed from a firm material  
2     and the playing piece is formed from an elastic material.

1           9.     The game of claim 1 wherein the launch area is formed from an elastic  
2     material and the playing piece is formed from a firm material.

1           10.    The game of claim 1 wherein the target area is attached to the base unit such that  
2     the base unit and the target area form an obtuse angle.

1           11.    A game comprising:  
2     a base unit;  
3     a target area attached to the base unit and having multiple target sections;  
4     means for bouncing a playing piece into one of the multiple target sections; and  
5     an electronic controller configured to monitor the target sections and control game  
6     play.

1           12.    The game of claim 1 wherein the target area further comprises a series of  
2     concentric, upstanding, circular walls, each circular wall defining one of the multiple target  
3     sections.

1           13.    The game of claim 12 wherein each target section comprises an aperture for  
2     receiving the playing piece.

1           14.    The game of claim 1 further comprising means for detecting when a playing  
2     piece is bounced into one of the multiple target sections.

1           15.    The game of claim 14 wherein the means for detecting when a playing piece is  
2     bounced into one of the multiple target sections comprises an optical detection system.

1           16.    The game of claim 15 wherein:

2 the target area further comprises a series of concentric, upstanding, circular walls,  
3 each circular wall defining one of the multiple target sections and each target section  
4 comprises an aperture for receiving the playing piece; and

5 the optical detection system comprises an optical detector located near each aperture  
6 and an optical emitter arranged such that a beam emitted from the emitter is directed towards  
7 the optical detectors.

1 17. A target game comprising:

2 a base unit;

3 a target area attached to the base unit such that the base unit and the target area form  
4 an obtuse angle, the target area comprising at least first and second upstanding, concentric  
5 circular walls, the first upstanding circular wall defining a first target section, the first target  
6 section including a first aperture, and the second upstanding circular wall defining a second  
7 target section, the second target section having a second aperture;

8 a trampoline attached to the base unit in front of the target area, the trampoline  
9 configured for bouncing a playing piece into one of the first or second target sections such  
10 that the playing piece passes into the first or second aperture.

1 18. The target game of claim 17 further comprising an optical detection system to  
2 determine if a playing piece passes through the first or second aperture.

1 19. The target game of claim 18 wherein the optical detection systems comprises:

2 a first optical detector located near the first aperture;

3 a second optical detector located near the second aperture; and

4 an optical emitter for emitting an optical beam towards the first and second optical  
5 detectors.

1 20. The target game of claim 19 further comprising an electronic controller to  
2 monitor the optical detection system and to control game play.